Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application. The following listing provides the amended claims with deleted material crossed out and new material underlined to show the changes made.

Listing of Claims:

1. (Currently Amended) For a computer system, a method of processing audio data in creating a media presentation, wherein the media presentation includes several audio streams, the method comprising:

a) processing a section of a first audio stream, wherein the processing of the section comprises applying a filter operation to the section;

b) storing the processed section of the first audio stream;

c) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream; and

d) storing the processed section of the second audio stream independently of the processed first audio stream.

2. (Previously Presented) The method of claim 1 further comprising processing all the audio data after the processing operations, wherein processing includes:

processing a third audio stream by retrieving unprocessed data for the third audio stream;

further processing the first and second audio streams by retrieving data produced by the initial processing of the first and second audio data.

3. (Original) The method of claim 2, wherein the further processing of the first and

second audio streams includes performing mixing operations on the first and second audio streams.

4. (Currently Amended) The method of claim 2, ~~further comprising:~~

~~storing the processed section of the second audio stream independently of the processed first audio stream;~~

wherein the initial processing of the first and second audio streams stores the processed first stream in a first render file and the processed second stream in a second render file, wherein before processing, the first, second, and third audio streams are in first, second, and third source files, wherein retrieving data for the third audio includes retrieving the data from the third source file, wherein retrieving data for the first and second audio files during the subsequent processing comprises retrieving data from the first and second render files.

5. (Currently Amended) The method of claim 1, wherein applying the filter operation ~~the processing of the first audio stream section~~ comprises applying an effect to the first audio stream section.

6. (Original) The method of claim 5, wherein the processing of the first audio stream section further comprises performing a sample rate conversion on the first audio stream section.

7. (Currently Amended) The method of claim 1, wherein the processing of the ~~first~~ second audio stream section comprises performing a sample rate conversion on the second ~~first~~ audio stream section.

8. (Currently Amended) The method of claim 9 ~~1, wherein the computer system has~~

~~a particular real-time processing power for processing media content, the method~~ further comprising:

before processing the sections of the first and second audio streams, identifying at least one of the sections as a portion of one of the audio streams ~~the sections as portions in the first and second audio streams~~ that requires more than the available processing power of the computer system.

9. (Currently Amended) ~~The method of claim 1 further comprising identifying the particular processing power of the computer system.~~ A method comprising:

a) identifying a particular processing power of the computer system;

b) processing a section of a first audio stream;

c) storing the processed section of the first audio stream; and

d) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream.

10. (Original) The method of claim 9, wherein identifying the particular processing power of the computer system comprises calculating a value based on the hardware resources of the computer system.

11. (Original) The method of claim 9, wherein identifying the particular processing power of the computer system comprises retrieving a user-specified parameter that indicates the amount of processing power.

12. (Currently Amended) ~~The method of claim 1 further comprising moving the section of the first audio stream with respect to the section of the second audio stream, without having to discard the processing of the section of the first audio stream.~~ A

method comprising:

a) processing a section of a first audio stream;

b) storing the processed section of the first audio stream; and

c) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream; and

d) moving the section of the first audio stream with respect to the section of the second audio stream, without having to discard the processing of the section of the first audio stream.

13. (Currently Amended) A computer readable medium that stores a computer program for processing audio data to create a media presentation, wherein the media presentation includes several audio streams, the computer program comprising sets of instructions for:

a) processing a section of a first audio stream, wherein the processing of the section comprises a set of instructions for applying a filter operation to the section;

b) storing the processed section of the first audio stream;

c) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream; and

d) storing the processed section of the second audio stream independently of the processed first audio stream.

14. (Currently Amended) The computer readable medium of claim 13, wherein the set of instructions for applying the filter operation ~~processing of the first audio stream section~~ comprises a set of instructions for applying an effect to the first audio stream

section.

15. (Previously Presented) The computer readable medium of claim 14, wherein the set of instructions for processing of the first audio stream section further comprises a set of instructions for performing a sample rate conversion on the first audio stream section.

16. (Currently Amended) The computer readable medium of claim 13, wherein the set of instructions for processing of the ~~first~~ second audio stream section comprises a set of instructions for performing a sample rate conversion on the ~~first~~ second audio stream section.

17. (Currently Amended) ~~The computer readable medium of claim 13, wherein the computer program further comprises a set of instructions for identifying the particular processing power of the computer system.~~ A computer readable medium that stores a computer program for creating a media presentation, the computer program comprising sets of instructions for:

a) identifying a particular processing power of the computer system;

b) processing a section of a first audio stream;

c) storing the processed section of the first audio stream; and

d) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream.

18. (Currently Amended) ~~The computer readable medium of claim 13, wherein the computer program further comprises a set of instructions for storing the processed section of the second audio stream independently of the processed first audio stream.~~ The method of claim 8, wherein identifying the at least one section that requires more than the

available processing power of the computer system comprises:

identifying at least one modified segment within the identified sections of the first and second audio streams; and

identifying a cost for each segment within the identified sections.

19. (Previously Presented) The method of claim 18 further comprising:

determining whether a sum of the costs for each segment within the identified sections is greater than a threshold value; and

generating a plurality of render files for the several audio streams within the segment when the sum of the costs is greater than the threshold value.

20. (Previously Presented) The method of claim 19, the threshold value comprising a specified value in terms of an audio processing parameter.

21. (Previously Presented) The method of claim 19, the threshold value comprising a value calculated from the hardware resources of a computer system.

22. (Currently Amended) A graphical user interface ("GUI") of a computer system, the GUI comprising:

a user interface first item for specifying at least one operation to perform on a media item stored on the computer system; and

~~an indicator~~ a displayed second item associated with the media item, said ~~indicator~~ displayed second item having a first appearance when the computer system has not pre-processed ~~said~~ the at least one operation and said ~~indicator~~ displayed second item having a second appearance when the computer system has pre-processed ~~said~~ the at least one operation.

23. (Previously Presented) The GUI of claim 22, the media item comprising an audio item.

24. (Previously Presented) The GUI of claim 22, the media item comprising a video item.

25. (Currently Amended) The GUI of claim 22, the ~~indicator~~ displayed second item having a third appearance when the at least one operation specifies ~~an effect~~ a filter operation to apply to the media item.

26. (Canceled).

27. (Currently Amended) ~~The GUI of claim 25, the effect comprising performing a sample rate conversion on the media item.~~ The GUI of claim 22, the displayed second item having a third appearance when the at least one operation specifies a sample rate conversion operation to apply to the media item.

28. (Previously Presented) The GUI of claim 22, wherein said operation is performed on a portion of the media item, wherein said second appearance identifies said portion.

29. (Currently Amended) A graphical user interface ("GUI") of a computer system, the GUI comprising:

~~an indicator~~ a displayed first item with a first appearance for a media item stored on the computer system;

a user interface second item for selecting an operation to perform on the media item;

wherein the ~~indicator~~ displayed first item changes to a second appearance after the selection of the operation to perform on the media item.

30. (Previously Presented) The GUI of claim 29, wherein the second appearance is only indicative of the selection of an operation to perform on the media item.

31. (Currently Amended) The GUI of claim 30 comprising a representation for the media item in the GUI, wherein the ~~indicator~~ displayed first item spans the representation.

32. (Currently Amended) The GUI of claim 31, wherein the representation and the ~~indicator~~ displayed first item are defined along a timeline.

33. (Currently Amended) The GUI of claim 29, wherein the ~~indicator~~ displayed first item changes to the second appearance because a determination is made after the user interface second item selects the operation that the operation exceeds ~~the~~ a particular processing power of the computer system.

34. (Previously Presented) The GUI of claim 33, the particular processing power of the computer system comprising a real-time processing power of the computer system.

35. (Previously Presented) The GUI of claim 34, the real-time processing power of the computer system comprising calculating a value based on the hardware resources of the computer system.

36. (Canceled).

37. (New) The method of claim 1 further comprising creating the presentation by mixing overlapping sections of the first and second audio streams.

38. (New) The method of claim 37,

wherein if an overlapping section specifies the stored processed section of the first audio stream, mixing the stored processed section of the first audio stream with an

overlapping section of the second audio stream; and

wherein if an overlapping section specifies the stored processed section of the second audio stream, mixing the stored processed section of the second audio stream with an overlapping section of the first audio stream.

39. (New) The method of claim 37 further comprising, before mixing the overlapping sections, modifying said filter operation for the section of the first audio stream, reprocessing the section of the first audio stream using said modified filter operation, and storing the reprocessed section.

40. (New) The method of claim 1, wherein the section of the first audio stream specifies an interval within the first audio stream that is less than the entirety of the first audio stream.

41. (New) The method of claim 1, wherein the section of the first audio stream specifies the entirety of the first audio stream.

42. (New) A computer readable medium that stores a computer program for creating a media presentation, the computer program comprising sets of instructions for:

a) providing a user interface representation of a media item;

b) receiving processing operations for the media item;

c) identifying a section of the media item that exceeds a particular threshold; and

d) generating a visual display to identify said section from the remainder of the media item.

43. (New) The computer readable medium of claim 42, wherein the set of

instructions for generating the visual display to identify the section that exceeds the particular threshold comprises a set of instructions for identifying said section with a first color and identifying the remainder of the media item with a second color.

44. (New) The computer readable medium of claim 42, wherein the particular threshold determines whether a section of the media item can be processed in real-time based on a particular real-time processing power of a computer system.

45. (New) The computer readable medium of claim 42, wherein the user interface representation of the media item spans across a timeline and the visual representations also span the timeline.

46. (New) A computer readable medium that stores a computer program for creating a media presentation, the computer program comprising sets of instructions for:

a) providing a user interface representation of a media item that needs to be processed;

b) processing a section of the media item, wherein said section is an interval within the media item that is less than the entirety of the media item; and

c) generating a visual display to identify the processed section of the media item from the remainder of the media item.

47. (New) The computer readable medium of claim 46, wherein the set of instructions for generating the visual display comprises a set of instructions for identifying the processed section with a first color and identifying the remainder of the media item with a second color.

48. (New) The computer readable medium of claim 46, wherein the user interface

representation of the media item spans across a timeline and the visual representations to identify the processed section also spans the timeline.

49. (New) A computer readable medium that stores a computer program for creating a media presentation, the computer program comprising sets of instructions for:

a) processing a section of a first audio stream;

b) storing the processed section of the first audio stream; and

c) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream; and

d) moving the section of the first audio stream with respect to the section of the second audio stream, without having to discard the processing of the section of the first audio stream.